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(54) **MATCHING DEVICES BASED ON
INFORMATION COMMUNICATED OVER AN
AUDIO CHANNEL**

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H04W 4/02 (2009.01)
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H04W 4/20 (2009.01)

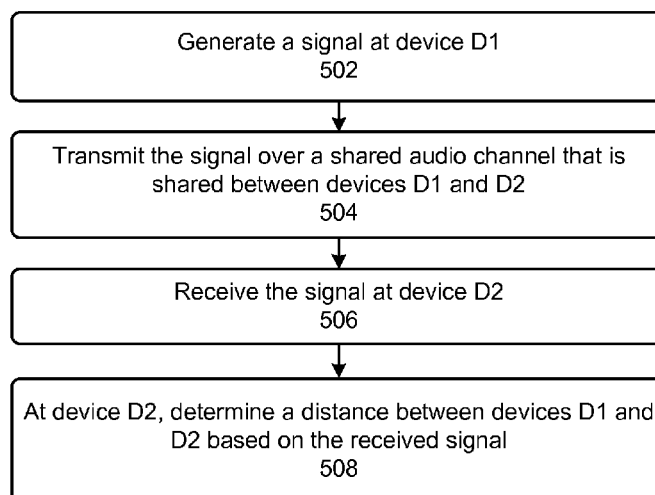
(52) **U.S. Cl.**
CPC **H04W 24/00** (2013.01); **H04W 4/023**
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(57) **ABSTRACT**

A first device periodically transmits a first audio signal that encodes a first code over an audio channel that is shared between the first device and a second device, and the second device periodically transmits a second audio signal that encodes a second code over the audio channel. When the first device receives the second audio signal over the audio channel, the first device extracts the second code from the second audio signal and sends the second code to a server. When the second device receives the first audio signal over the audio channel, the second device extracts the first code from the first audio signal and sends the first code to the server. If the server receives the first code from the second device and/or the second code from the first device, the server can conclude that the first device is in proximity to the second device.

12 Claims, 5 Drawing Sheets



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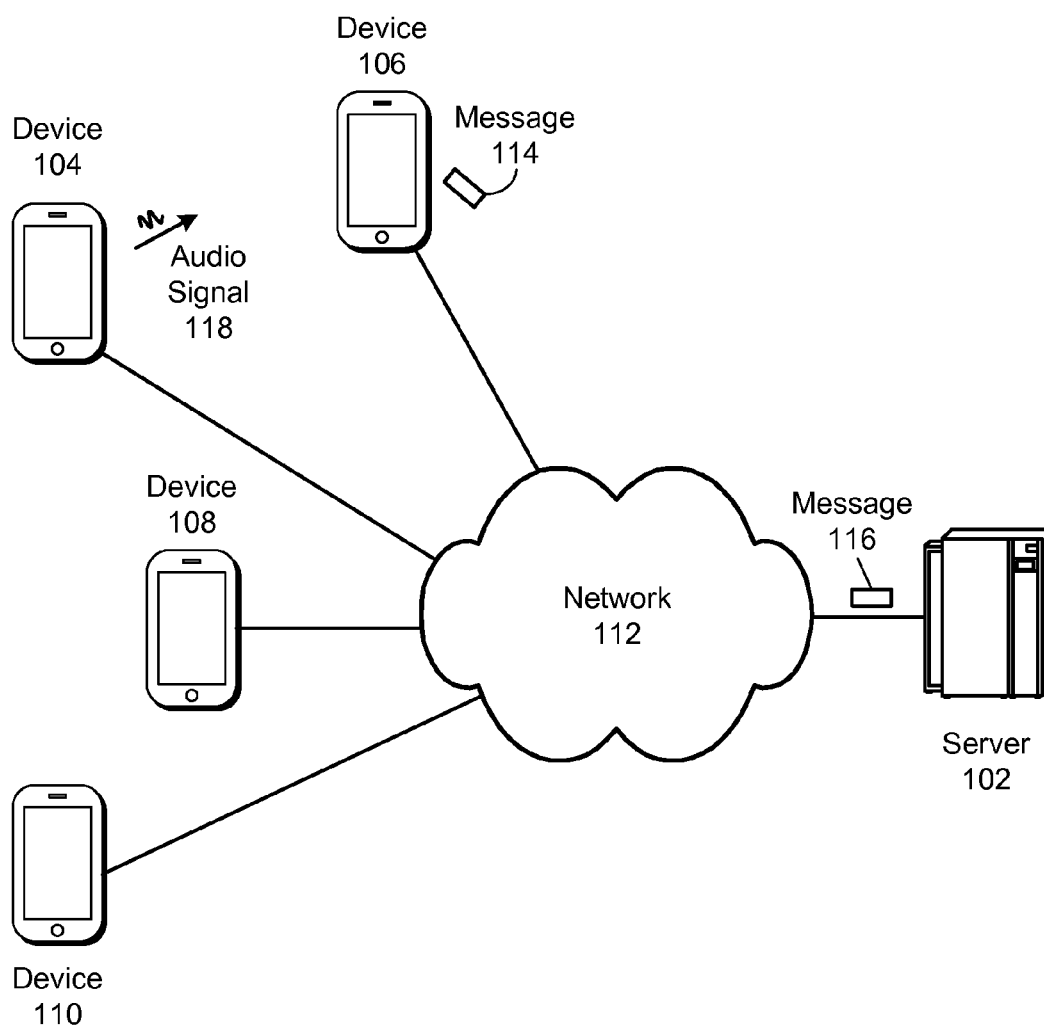
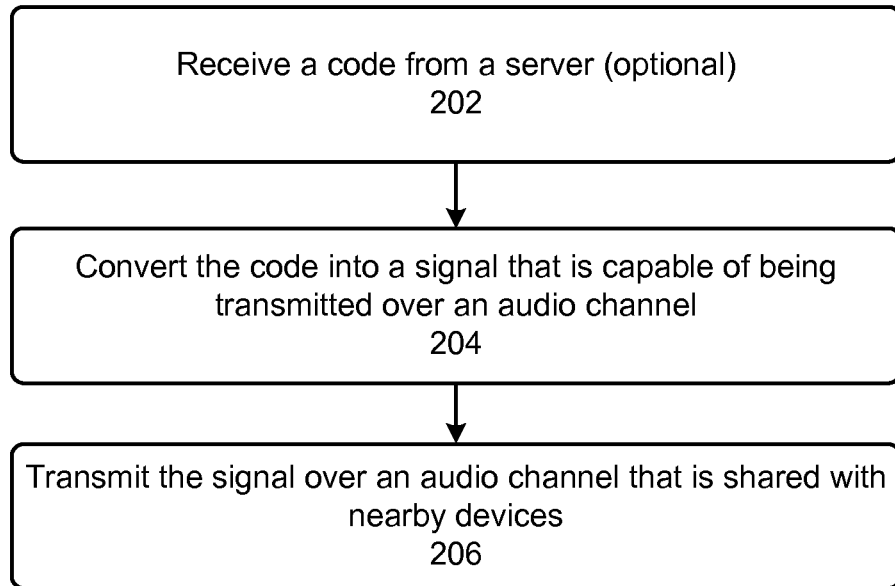
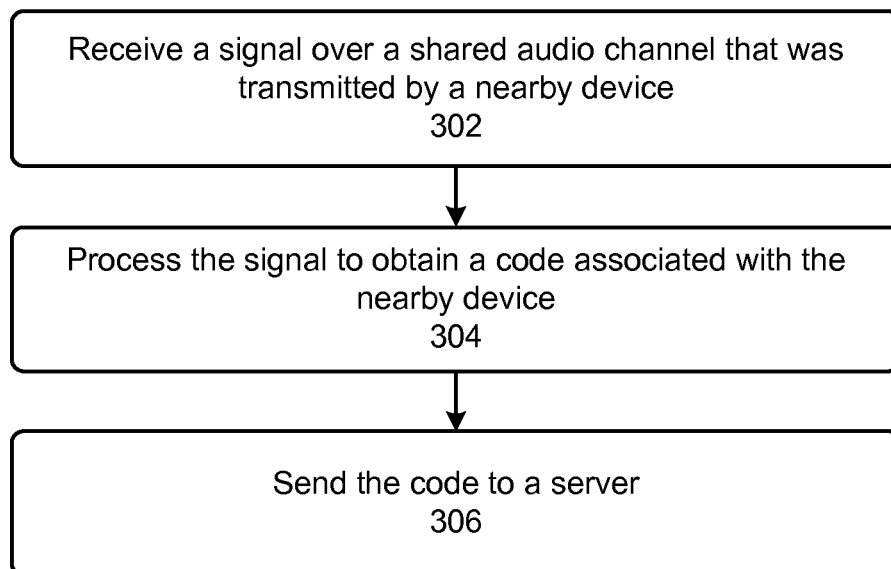
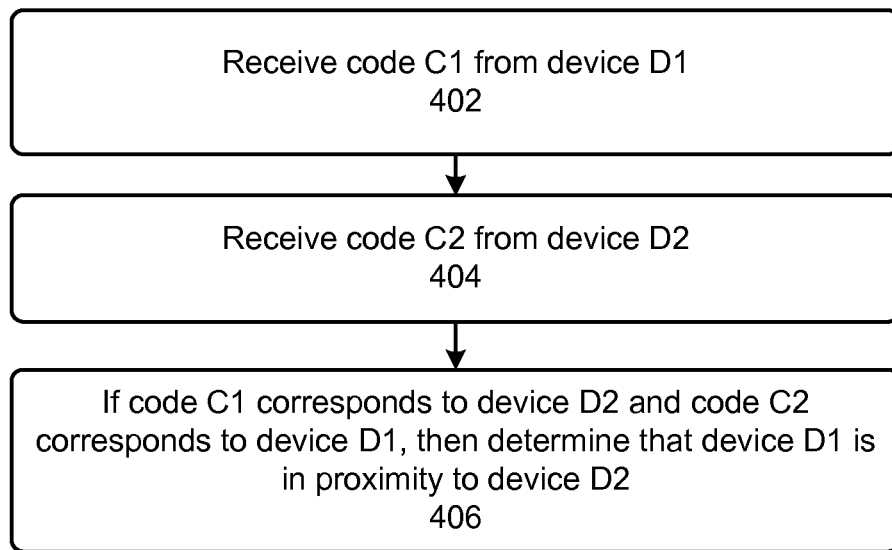
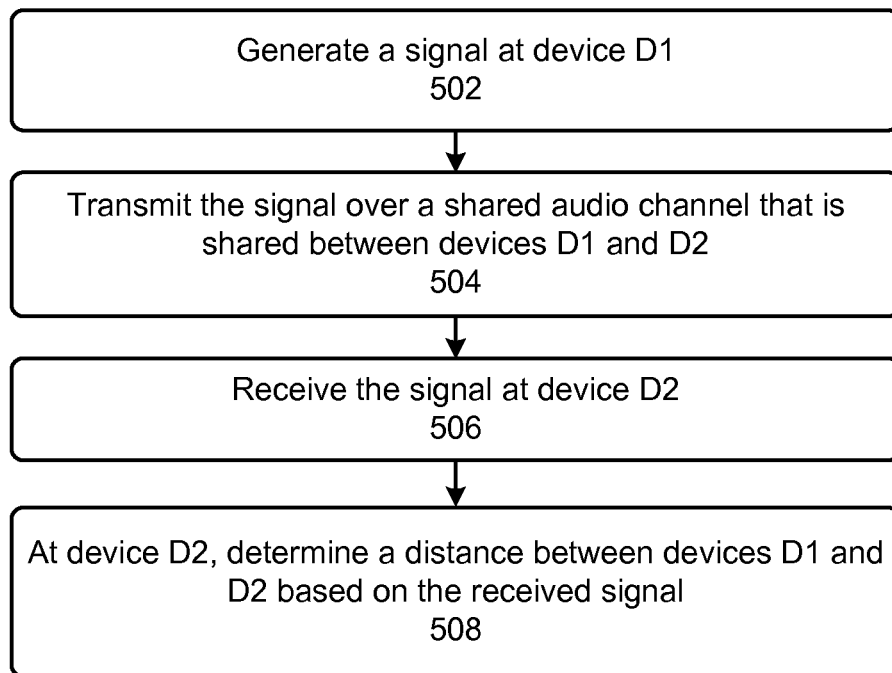
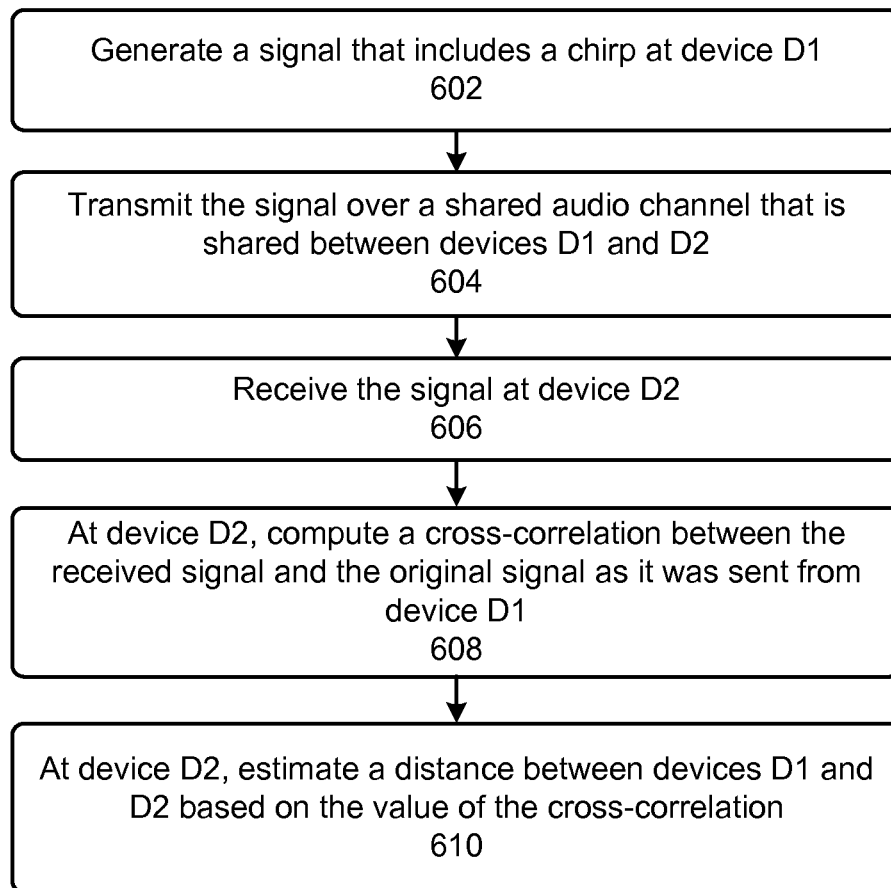


FIG. 1

**FIG. 2****FIG. 3**

**FIG. 4****FIG. 5**

**FIG. 6**

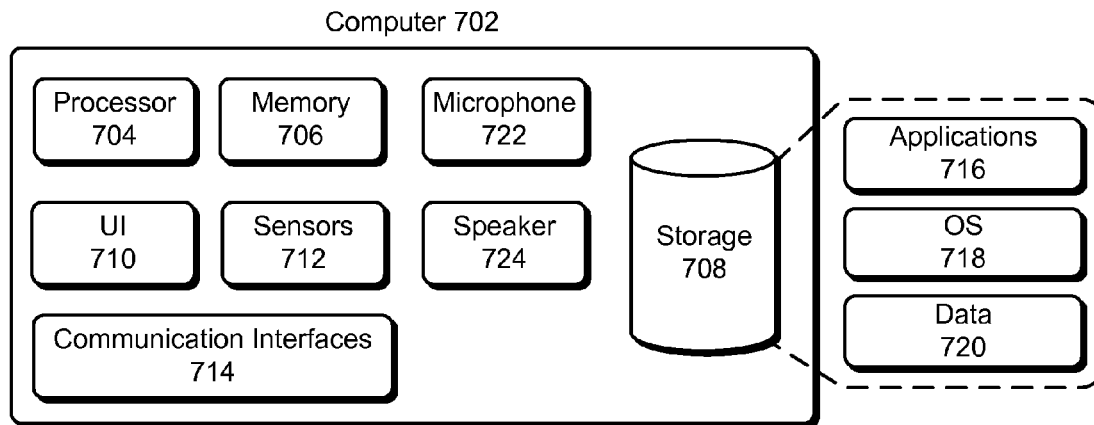


FIG. 7

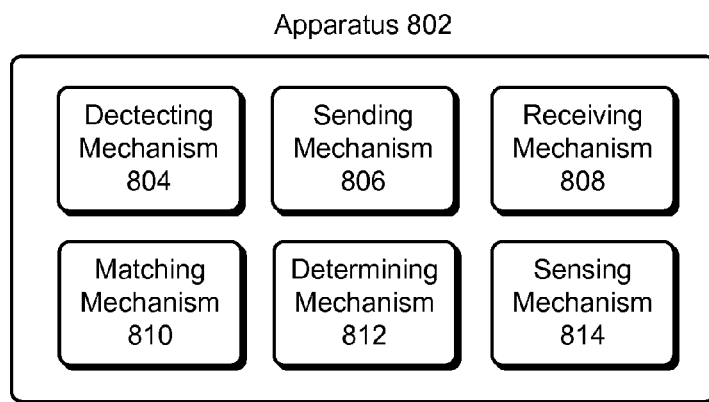


FIG. 8

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MATCHING DEVICES BASED ON INFORMATION COMMUNICATED OVER AN AUDIO CHANNEL

RELATED APPLICATION

This application claims priority to U.S. Provisional Application No. 61/562,201, entitled "Method and apparatus for matching devices based on information communicated over an audio channel," filed 21 Nov. 2011, which is herein incorporated by reference.

BACKGROUND

This disclosure relates to communication devices. Setting up a communication session between two devices (e.g., two smartphones) is often cumbersome. Therefore, what are needed are methods and systems for facilitating communication between devices.

SUMMARY

Some embodiments described in this disclosure provide methods and/or systems to facilitate communication between devices. Some embodiments include a first device, a second device, and a server. In these embodiments, the first device configured to periodically transmit a first audio signal that encodes a first code over an audio channel that is shared between the first device and a second device, and the second device is configured to periodically transmit a second audio signal that encodes a second code over the audio channel. The first device is further configured to: receive the second audio signal over the audio channel, and extract the second code from the second audio signal. Likewise, the second device is further configured to: receive the first audio signal over the audio channel, and extract the first code from the first audio signal. Additionally, the first device is further configured to send the second code to a server, and the second device is further configured to send the first code to the server. The server is configured to determine that the first device is in proximity to the second device upon receiving the first code from the second device and the second code from the first device.

In some embodiments, the first device is further configured to determine a distance between the first device and the second device based on the second audio signal. In this disclosure the term "based on" means "based solely or partly on." Specifically, in some embodiments, the second audio signal includes a chirp, and the first device is configured to determine the distance between the first and the second device based on the chirp and the timestamps of the audio signal that was sent by the device and the audio signal that was received by the device. Similarly, in some embodiments, the second device is further configured to determine a distance between the first device and the second device based on the first audio signal. Specifically, in some embodiments, the first audio signal includes a chirp, and the second device is configured to determine the distance between the first and the second device based on the chirp and the timestamps of the audio signal that was sent by the device and the audio signal that was received by the device.

In some embodiments, the first device is further configured to determine a relative velocity between the first and second devices based on the second audio signal. In some embodiments, the second device is further configured to determine a relative velocity between the first and second devices based on the first audio signal.

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BRIEF DESCRIPTION OF THE FIGURES

FIG. 1 illustrates a system in accordance with some embodiments described herein.

FIG. 2 presents a flowchart that illustrates a process for transmitting a code in accordance with some embodiments described herein.

FIG. 3 presents a flowchart that illustrates a process for receiving a code in accordance with some embodiments described herein.

FIG. 4 presents a flowchart that illustrates a process that may be performed by a server in accordance with some embodiments described herein.

FIG. 5 presents a flowchart that illustrates a process that may be performed by a device in accordance with some embodiments described herein.

FIG. 6 presents a flowchart that illustrates a process that may be performed by a device in accordance with some embodiments described herein.

FIG. 7 illustrates a computer in accordance with some embodiments described herein.

FIG. 8 illustrates an apparatus in accordance with some embodiments described herein.

DETAILED DESCRIPTION

The following description is presented to enable any person skilled in the art to make and use the invention, and is provided in the context of a particular application and its requirements. Various modifications to the disclosed embodiments will be readily apparent to those skilled in the art, and the general principles defined herein may be applied to other embodiments and applications without departing from the spirit and scope of the present invention. Thus, the present invention is not limited to the embodiments shown, but is to be accorded the widest scope consistent with the principles and features disclosed herein.

The data structures and code described in this detailed description are typically stored on a non-transitory storage medium, which may be any tangible device or medium that can store code and/or data for use by a computer system. A non-transitory storage medium includes, but is not limited to, volatile memory, non-volatile memory, magnetic and optical storage devices such as disk drives, magnetic tape, CDs (compact discs), DVDs (digital versatile discs or digital video discs), or other tangible media, now known or later developed, that is capable of storing information.

The methods and processes described in the detailed description section can be embodied as code and/or data, which can be stored in a non-transitory storage medium as described above. When a computer system reads and executes the code and/or data stored on the non-transitory storage medium, the computer system performs the methods and processes embodied as data structures and code and stored within the non-transitory storage medium.

Furthermore, the methods and processes described below can be included in hardware modules. For example, the hardware modules can include, but are not limited to, application-specific integrated circuit (ASIC) chips, field programmable gate arrays (FPGAs), and other programmable-logic devices now known or later developed. When the hardware modules are activated, the hardware modules perform the methods and processes included within the hardware modules.

In some embodiments, each device may transmit information (e.g., a code or a unique sequence of bits) over a shared

audio channel. Nearby devices may receive the information over the shared audio channel. This information may be sent to a server.

For example, in some embodiments, the code can be 32 bits with 16 data bits and 16 error-correction/check bits. The error-correction/check bits may be generated using Reed-Muller error correcting code. The signal can be generated using Frequency Shift Keying (FSK) on a per-bit basis, e.g., bit "0" may be represented by an audio signal with frequency 18228 Hz, and bit "1" may be represented by an audio signal with frequency 18522 Hz. Further, in this transmission scheme, each bit may be 600/44100 seconds long.

In general, the audio frequencies that are used for transmitting the code may be selected to be outside the range of frequencies that a human ear can readily detect. The length of time of each bit can be large enough so that the receiving device can reliably detect the audio transmission.

In some embodiments the code may be transformed using a coding scheme before it is sent over the audio channel. For example, the system may transform the code into a sequence of bits to ensure that there are between 13-19 "1"s and 13-19 "0"s in the transmitted code. This can be helpful to ensure that the transmitted signal does not include only a few 0s or 1s, which may cause errors during reception.

In some embodiments, the device may control the volume when the audio signal is transmitted (e.g., the volume may be raised). Once the audio signal has been sent, the volume may be restored to its original level.

Many variations and modifications will be apparent to practitioners having ordinary skill in the art. For example, the number of bits in the code may be varied, the communication schemes may be varied (e.g., the system may use different frequencies in FSK and/or use a different scheme altogether, e.g., phase shift keying, amplitude shift keying, quadrature amplitude modulation, etc.). Different detection schemes may be used, e.g., coherent and incoherent analysis windows. The code may have gaps to help with full bit or partial bit alignment. The signal may be mixed with audible sounds (data watermarking). The transmitted signal may include a preamble and/or a trailer to facilitate alignment. The code may be transformed to ensure bit transitions in a code to enable inter-bit timing.

Other modifications and variations include using a staircase frequency scheme (which may help with alignment), using an agreed upon frequency sequence may be pseudo-random in nature (e.g., by using secure frequency hopping techniques). In some embodiments, the device may sweep frequencies used for transmitting "0" bits and "1" bits (which may help with correlation alignment).

The transmitted signal may include other information in addition to the code. For example, the device may transmit a time stamp that indicates the time the code was received, e.g., the device may transmit multiple audio codes with different timestamps (note that the difference between the timestamps can be very accurate).

Note that, in some embodiments described herein, multiple devices share the same audio channel. This is different from systems (e.g., acoustic modems) where send and receive channels are separate. Some embodiments may be able to detect collisions, i.e., when multiple device transmit at the same time. In some embodiments, the communication is only one-way, i.e., a device may only be capable of transmitting codes, and another device may be only capable of receiving transmitted codes. Again, embodiments that only support a one-way communication are different from techniques that require two-way communication.

In some embodiments, the device may use the amplitude of the received audio signal to estimate a distance between the two devices (i.e., the transmitting and receiving devices). In some embodiments, a device may use the Doppler effect to determine a relative velocity between the transmitting and receiving devices (e.g., by determining a frequency shift in the received audio signal). In some embodiments, the timestamps that indicate when the audio codes are sent and received can be used to measure the time of flight (and thus the distance) between the transmitter and the receiver.

In some embodiments, device and/or station detection may be restricted based on a radius, e.g., audio signals from only those devices and/or stations whose signal strength is greater than a given threshold (which effectively imposes a radial restriction) are considered for further processing. In some embodiments, the system may allow multiple receivers. In some embodiments, the system may use rapid sampling of distance metrics for bump gesture detection (e.g., a bump gesture is a movement of the device or of a body part of the device user that indicates that the device user intends to communicate information between the device and another device).

Some embodiments may use timestamps of the transmitted audio signal and their relation to detected events (e.g., hand gestures that indicate that the user desires to communicate with another device). In some embodiments, the code may be sent using a chirped signal (instead of a constant frequency signal). A chirp is a signal in which the frequency is varied in a predetermined manner (e.g., the frequency may be swept from one value to another value in a predetermined fashion). A chirp can help determine the time of flight accurately.

In some embodiments, the device may use a shared microphone and/or speaker to communicate the audio signals (e.g., the same microphone and/or speaker that are used by a telephone function of the device). In other embodiments, the device may include dedicated hardware for transmitting and receiving the code over an audio channel (e.g., a microphone and/or speaker that is separate from those that are used by a telephone function of the device).

In some embodiments, a device can transmit repeated 32-bit burst codes of duration 0.435 seconds. Each symbol encodes 1 bit and has 2 possible values. Each device (e.g., a smartphone or a station) has an assigned code. In each code, there are minimum of 13 "0"s and 13 "1"s (code space ~3.5 B). If the device is a smartphone, the device may have random waits of 16 to 300 symbol durations=0.218 to 4.08 seconds between code transmissions. If the device is a station, the gap between successive transmissions may be small, e.g., 0.2 secs.

In some embodiments, two pairs of frequencies are used for FSK. For communication between two smartphones, the following frequencies may be used: 18228 Hz (for a 0 bit) and 18524 Hz (for a 1 bit). For communication between a smartphone and a stationary object (e.g., a point-of-sale apparatus), the following frequencies may be used: 19110 Hz (for a 0 bit) and 19404 Hz (for a 1 bit). In some embodiments, the frequencies may be chosen such that there is an integer number of cycles per 150 samples at 44100 Hz. This may allow the detection filter to be implemented in a computationally efficient manner. In addition, this can help ensure that every bit at a given frequency is in-phase, which enhances detection. In some embodiments, each symbol (e.g., bit) can be 600/44100 Hz in duration=13.6 msec long. In some embodiments, the devices are listening all the time, and thus can detect the codes that they transmitted.

In some embodiments, the code is transmitted using a trapezoid window, with an end cap length of 50 samples. In

other embodiments, the code may be transmitted using a smooth ramp from one frequency to another, so that the code ends up at the correct phase for the next bit, for inter-symbol transitions. Windowing can help ensure that the audio signal is inaudible to users.

Some embodiments use two detectors to detect a transmitted code. A signal detector which looks at an input sample of length $31.75 \times (\text{symbol duration})$ long. A noise detector which looks at an input sample of length $8 \times (\text{symbol duration})$ long.

In some embodiments, the detector may include taking the dot product of the input signal with sine and cosine at the frequency of interest, and taking the root of the sum of the squares of these two components to get the amplitude. In some embodiments, the dot product calculation is only 150 samples long. To calculate longer dot products, subcomponents may be added. Note that this is possible if the frequencies that are being used are such that $f \times 150/44100$ is an integer. In a general case, a Fourier transform may be used in the detector.

In some embodiments, the device can calculate the filters every 150 samples $= 1/4$ of the symbol length. This means the detection may be misaligned with our transmission ± 75 samples, or $\pm 1/8$ symbol. In some embodiments, the signal detector at $31 3/4$ length is guaranteed to be fully within the 32 length code at one step (and only one).

In some embodiments, the noise detector can include 2 components which have a gap of $32 1/4$ symbols between them. Thus, in some embodiments, there is at least one step for which the code burst is completely avoided and only noise is measured.

In some embodiments, for every step (every $1/4$ symbol of the input stream), the device may calculate signal-to-noise ratio (S/N). If S/N is over 10, and a maxima in an 8-step (2 symbol) window, then the system may estimate the code at the S/N maxima. In some embodiments, the device may further filter the signal so that the device does not report its own code. The S/N threshold that is used for determining whether or not to estimate the code may be hard coded or configurable.

In some embodiments, the device can use $3/4 \times (\text{symbol duration})$ filters for code estimation. A reason for this is that since the alignment error (in some embodiments) is $\pm 1/8$ we can guarantee that our detector is fully within a symbol for some step. We estimate the code at 4 steps around the best S/N step. In some embodiments, for each of 4 adjacent step positions, we calculate 2 things, the 2nd of which is used to find the actual code. The first value that is calculated is the sum absolute amplitude difference, i.e.,

$$d = \sum_{n=1}^{32} \text{amp}_n(f_1) - \text{amp}_n(f_0),$$

where $\text{amp}_n(f)$ is the amplitude of frequency component f for the n^{th} symbol.

If we have the correct symbol phase, it is expected that this difference will be at a maxima, because a $(3/4 \times \text{symbol-length})$ filter for a bit will have either completely f_0 frequency content, or f_1 content. The maximum difference value and the symbol for which the value attains the maximum can be stored.

The second value that can be computed is the code symbols & symbol separation. Specifically, for all 32 bits, calculate: $e_n = (\text{amp}_n(f_1) - \text{amp}_n(f_0)) / (\text{amp}_n(f_1) + \text{amp}_n(f_0))$. Note that $e_n \in [-1.0, 1.0]$. In a noiseless system e_n is 1.0 for a "1" and -1.0 for a "0". In some embodiments, we know there are at

least 13 0's and 13 1's. So we sort the e_n values from lowest to highest (i.e., e_0 corresponds to the lowest e value and e_{31} corresponds to the highest e value) and then estimate the average e values for "0" and "1" as follows:

$$\overline{e0} = \sum_{k=0}^{12} e_k \text{ and } \overline{e1} = \sum_{k=19}^{31} e_k.$$

Once the $\overline{e0}$ and $\overline{e1}$ values have been determined, the device can translate each symbol (bit) in the original sequence by simply deciding whether the value is closer to $\overline{e0}$ or $\overline{e1}$. Ideally $\overline{e0}$ and $\overline{e1}$ are well separated. To this end we calculate a symbol separation value, e.g., $\sigma_n = (\overline{e0} - \overline{e1}) / (|\overline{e0} - \overline{e1}| + |\overline{e1} - \overline{e0}|)$, where $|\overline{e0} - \overline{e1}|$ is the average error computed over symbols that were decoded as "0"s, and $|\overline{e1} - \overline{e0}|$ is the average error computed over symbols that were decoded as "1"s. In other words, the symbol separation value is the difference in the averages divided by the error. If symbols are nicely separated, this can be a big number like 10 or 50. The maximum value of the symbol separation and the symbol step for which symbol separation value attains the maximum can be stored. Note that, of the 4 steps (which correspond to four phases) we calculate codes for, we report the code which has the best symbol separation. Specifically, the system can determine the following four values during detection: the signal-to-noise ratio, the detection signal with the amplitude, the sum absolute amplitude difference (see above), and the symbol separation (cluster separation/cluster width). The symbol separation provides the quality.

FIG. 1 illustrates a system in accordance with some embodiments described herein.

Devices **104-110** can communicate with each other and/or with server **102** via network **112**. In some embodiments described herein, a device (e.g., devices **104-110**) can generally be any hardware-based device, now known or later developed, that is capable of communicating with other devices. Examples of devices can include, but are not limited to, desktop computers, laptop computers, handheld computing devices, tablet computing devices, smartphones, automatic teller machines, point of sale systems, etc.

In some embodiments described herein, a device may include one or more mechanisms to detect an event that indicates that a user intends to communicate with another device. Specifically, a device may include one or more inertial sensors (e.g., an accelerometer, gyroscope, etc.) which may be capable of detecting a user gesture that indicates that the user desires to communicate with another device. For example, a user may shake his or her device in proximity to another device to indicate his or her intent to communicate with the other device. As another example, the user may tap the screen of the smartphone or speak into the microphone of the smartphone to indicate his or her intent to communicate. In some embodiments described herein, when the device detects an event that indicates that the user intends to communicate with another device, the device can record the time the event occurred, the location of the device when the event occurred, and/or any other parameter values that may be used to detect an intent to establish a communication channel between two or more devices.

Network **112** can generally include any type of wired or wireless communication channel, now known or later developed, that enables two or more devices to communicate with

one another. Network **112** can include, but is not limited to, a local area network, a wide area network, or a combination of networks.

Server **102** can generally be any system that is capable of performing computations and that is capable of communicating with other devices. Server **102** can be a computer system, a distributed system, a system based on cloud computing, or any other system, now known or later developed, that is capable of performing computations.

A device can send a message to a server. For example, device **106** can send message **114** to server **102** through network **112**. In response, server **102** can send message **116** to device **106**. The reverse sequence of operations is also possible, i.e., the server first sends a message to a device and then the device responds with a message. Finally, in yet another embodiment, the message may be sent only one way (i.e., either from the device to the server or from the server to the device) without requiring that a corresponding message be sent in the reverse direction. In this disclosure, the term “message” generally refers to a group of bits that are used for conveying information. In connection-oriented networks, a message can be a series of bits. In datagram-oriented networks, a message can include one or more units of data, e.g., one or more packets, cells, or frames.

In some embodiments, a device sends a message to a server when the device detects an event that indicates that a user intends to communicate with another user. In some embodiments a device continuously (i.e., at regular and/or irregular intervals) sends messages to the server with codes that the device may have received over the shared audio channel. In some embodiments, a device (e.g., device **104**) may transmit a code encoded in an audio signal (e.g., audio signal **118**) that is capable of being received by a nearby device (e.g., device **106**). In some embodiments, devices may continually listen to codes that are being transmitted over a shared audio channel (e.g., the air surrounding the device). When a device receives a code that was transmitted over the shared audio channel, the device can extract the code (in addition to performing other actions such as transmitting the received code back into the shared audio channel) and send the received code to a server. The server can use the codes received from devices to identify the devices that are near each other and facilitate matching devices with one another.

Message **116** may indicate whether or not server **102** was able to match the event that was received from device **106** with another event that was received from another device. Clocks at different devices may not be synchronized and the location data may not be precise. Consequently, the matching process used by server **102** may need to account for any systematic and/or random variability present in the temporal or spatial information received from different devices.

After events from two devices are matched with each other, the two devices may exchange further information (e.g., contact information, pictures, etc.) with each other. In some embodiments described herein, the subsequent information exchange may be routed through the server that matched the events from the two devices. In other embodiments, the subsequent information exchange may occur directly over a communication session that is established between the two devices. Information exchanged between two communicating nodes (e.g., devices, servers, etc.) may be performed with or without encryption and/or authentication.

FIG. 2 presents a flowchart that illustrates a process for transmitting a code in accordance with some embodiments described herein. The process shown in FIG. 2 may be performed by device **104**.

The process can begin with receiving a code (e.g., a group of bits) from a server (operation **202**). This operation may be optional, i.e., a device may already know the code that is associated with itself (e.g., a unique code may be provided to each device in the system). Regardless of how the device determines the code, the device may convert the code into a signal that is capable of being transmitted over an audio channel (operation **204**). Next, the system may transmit the signal over an audio channel (e.g., the air between two devices) that is shared with nearby devices (operation **206**).

FIG. 3 presents a flowchart that illustrates a process for receiving a code in accordance with some embodiments described herein. The process shown in FIG. 3 may be performed by device **106**.

The process can begin with receiving, at a device, a signal over a shared audio channel that was transmitted by a nearby device (operation **302**). For example, device **106** may receive the code that was transmitted by device **104**. Next, the device that received the signal may process the signal to obtain a code associated with the nearby device (operation **304**). For example, device **106** may process the received signal to obtain the code that was sent by device **104**. The device may then send the code to a server (operation **306**). For example, device **106** may send the code to server **102**. This communication between the device and the server may occur via network **112**.

In some embodiments, a device (say D1) continuously (i.e., at regular or irregular intervals) transmits a code on a shared audio channel. Devices that are capable of receiving codes over the shared audio channel (which includes device D1) receive the code (e.g., by receiving the audio signal and extracting the code encoded in the audio signal), and then send the code to the server. The server then matches devices based on the codes. Therefore, in one example, device D1 transmits the code, and devices D2 and D3 receive the code and send it to the server. The server determines that devices D2 and D3 are in proximity to one another because both of those devices sent the same code to the server. In another example, device D1 transmits the code, and devices D1 and D2 receive the code and send it to the server. In this example the server determines that the devices D1 and D2 are in proximity to one another because both of them sent the same code to the server.

FIG. 4 presents a flowchart that illustrates a process that may be performed by a server in accordance with some embodiments described herein. The process shown in FIG. 4 may be performed by server **102**.

The process can begin with receiving, at a server, code C1 from device D1 (operation **402**). Next, the server can receive code C2 from device D2 (operation **404**). If code C1 corresponds to device D2 and code C2 corresponds to device D1, then the server may determine that device D1 is in proximity to device D2 (operation **406**).

FIG. 5 presents a flowchart that illustrates a process that may be performed by a device in accordance with some embodiments described herein. The process shown in FIG. 5 may be performed by devices **104** and **106**.

The process can begin with generating a signal at a device, say device D1 (operation **502**). Next, the device may transmit the signal over a shared audio channel that is shared between devices D1 and D2 (operation **504**). The signal may then be received at device D2 (operation **506**). Next, device D2 may determine a distance between devices D1 and D2 based on the received signal (operation **508**).

FIG. 6 presents a flowchart that illustrates a process that may be performed by a device in accordance with some embodiments described herein. The process shown in FIG. 6

may be performed by devices **104** and **106**. Specifically, FIG. **6** can be considered to be an embodiment of the process shown in FIG. **5**.

The process can begin with generating, at device **D1**, a signal that includes a chirp (operation **602**). Next, device **D1** can transmit the signal over a shared audio channel that is shared between devices **D1** and **D2** (operation **604**). Next, device **D2** may receive the signal (operation **606**). Device **D2** may then compute a cross-correlation between the received signal and the original signal as it was sent from device **D1** (operation **608**). Next, device **D2** may estimate a distance between devices **D1** and **D2** based on the value of the cross-correlation (operation **610**).

When an audio signal has a chirp, the cross-correlation between the transmitted and received chirp (e.g., when a first device transmits a chirp, and then receives the chirp back from a second device, the first device can compute a cross-correlation between the transmitted and received chirps) can pinpoint the delay with a very high degree of accuracy. Specifically, in some embodiments, when a transmitted chirp is cross-correlated with the received chirp, it results in a $\sin(x)/x$ function which has a sharp peak that can be used to precisely measure the delay between transmitting and receiving the chirp.

Specifically, in some embodiments, the following sequence of events occurs: (1) device **D1** transmits chirp **C1** and notes the timestamp **T1** when chirp **C1** was sent, (2) device **D2** receives chirp **C1**, (3) device **D2** waits for a fixed amount of time **W** (which could be zero), (4) device **D2** transmits chirp **C1**, (5) device **D1** receives chirp **C1** and notes the timestamp **T2** when chirp **C1** was received, and (6) device **D1** computes the distance between devices **D1** and **D2** based on $(T2 - T1 - W)$. A similar sequence of events occurs when device **D2** transmits its own chirp **C2**. Specifically, the distance is equal to

$$V \cdot \frac{T2 - T1 - W}{2}$$

where **V** is the velocity of sound. In a variation, device **D1** transmits a chirp and device **D2** transmits a chirp, and the distance is

$$V \cdot \frac{T3 - T1 + T4 - T2}{2},$$

where **T1** and **T2** are the timestamps at which the chirps are transmitted from devices **D1** and **D2**, respectively, and **T3** and **T4** are the timestamps when the chirps are received by devices **D1** and **D2**, respectively. Note that **T1** and **T3** are timestamps according to device **D1**'s clock and **T2** and **T4** are timestamps according to device **D2**'s clock.

FIG. **7** illustrates a computer in accordance with some embodiments described herein.

A computer can generally refer to any hardware based apparatus that is capable of performing computations. Specifically, devices **104-110** and server **102** shown in FIG. **1** can each be a computer. As shown in FIG. **7**, computer **702** can include processor **704**, memory **706**, user interface **710**, sensors **712**, communication interfaces **714**, storage **708**, microphone **722**, and speaker **724**.

User interface **710** can generally include one or more input/output mechanisms for communicating with a user (e.g., a keypad, a touchscreen, a microphone, a speaker, a display,

etc.). Microphone **722** and speaker **724** may be dedicated to sending and receiving codes from neighboring devices. In some embodiments, the microphone and speaker that are part of user interface **710** may also be used for sending and receiving codes. In these embodiments, separate microphone **722** and speaker **724** may not be present.

Sensors **712** can include one or more inertial sensors (e.g., accelerometer, gyroscope, etc.) and/or other types of sensors (e.g., light meters, pressure gauges, thermometers, etc.). Communication interfaces **714** can generally include one or more mechanisms for communicating with other computers (e.g., Universal Serial Bus interfaces, network interfaces, wireless interfaces, etc.). Storage **708** may be a non-transitory storage medium, and may generally store instructions that, when loaded into memory **706** and executed by processor **704**, cause computer **702** to perform one or more processes for facilitating communication with another computer. Specifically, storage **708** may include applications **716**, operating system **718**, and data **720**. Applications **716** may include software instructions that implement, either wholly or partly, one or more methods and/or processes that are implicitly and/or explicitly described in this disclosure.

Computer **702** has been presented for illustration purposes only. Many modifications and variations will be apparent to practitioners having ordinary skill in the art. Specifically, computer **702** may include a different set of components than those shown in FIG. **7**.

FIG. **8** illustrates an apparatus in accordance with some embodiments described herein.

Apparatus **802** can comprise a number of hardware mechanisms, which may communicate with one another via a wired or wireless communication channel. A hardware mechanism can generally be any piece of hardware that is designed to perform one or more actions. For example, a sending mechanism can refer to transmitter circuitry, and a receiving mechanism can refer to receiver circuitry. In some embodiments described herein, apparatus **802** can include detecting mechanism **804**, sending mechanism **806**, receiving mechanism **808**, matching mechanism **810**, determining mechanism **812**, and sensing mechanism **814**. The apparatus shown in FIG. **8** is for illustration purposes only. Many modifications and variations will be apparent to practitioners having ordinary skill in the art. Specifically, apparatus **802** may include a different set of mechanisms than those shown in FIG. **8**. Apparatus **802** can be capable of performing one or more methods and/or processes that are implicitly or explicitly described in this disclosure.

In some embodiments, detecting mechanism **804** may be designed to detect an event based on an action performed by a user. Specifically, detecting mechanism **804** may detect an event based on measurements received from sensing mechanism **814**. Sending mechanism **806** may be designed to send information of the event to a server. Sending mechanism **806** may also be designed to transmit a code via a shared audio channel. Receiving mechanism **808** may be designed to receive a response from the server that indicates whether or not the event matched another event that was sent to the server from another apparatus. Receiving mechanism **808** may also be designed to receive a code from a nearby device that was transmitted over a shared audio channel.

In some embodiments, receiving mechanism **808** may be designed to receive information of an event from another apparatus, wherein the event indicates that a user intends to communicate with another user. Matching mechanism **810** may be designed to match the event with one or more events

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from a set of events based on the information of the event. Sending mechanism **806** may be designed to send a response to another apparatus.

The foregoing descriptions of embodiments of the present invention have been presented only for purposes of illustration and description. They are not intended to be exhaustive or to limit the present invention to the forms disclosed. Accordingly, many modifications and variations will be apparent to practitioners having ordinary skill in the art. Additionally, the above disclosure is not intended to limit the present invention. The scope of the present invention is defined by the appended claims.

What is claimed is:

1. A method for matching devices, the method comprising:
 - transmitting, by a first device and over an audio channel that is shared between the first device and a second device, a first audio signal, at a first frequency outside a range that a human ear can readily detect, and that encodes a first code comprising a first sequence of bits;
 - transmitting, by the second device and over the audio channel, a second audio signal, at a second frequency outside the range that a human ear can readily detect, and that encodes a second code comprising a second sequence of bits;
 - responsive to receiving the second audio signal over the audio channel, extracting, by the first device, the second code from the second audio signal;
 - responsive to receiving the first audio signal over the audio channel, extracting, by the second device, the first code from the first audio signal;
 - sending, by the first device, the second code to a server;
 - sending, by the second device, the first code to the server;
 - responsive to receiving the first code from the second device and the second code from the first device, determining, by the server, whether the first device is in proximity to the second device;
 - transmitting, by the second device and over the audio channel, a third audio signal, at a third frequency outside the range that a human ear can readily detect, and that encodes the first code;
 - responsive to receiving the third audio signal over the audio channel, extracting, by the first device, the first code from the third audio signal; and
 - determining, by the first device and based on the third audio signal, a distance between the first device and the second device.
2. The method of claim 1, wherein the first and third audio signals include timestamps, and wherein the first device determines the distance based on the timestamps.
3. The method of claim 1, wherein the first and third audio signals include timestamps and chirps, and wherein the first device determines the distance based on the timestamps and chirps.
4. The method of claim 1, wherein the first device determines a relative velocity between the first and second devices based on the second audio signal.
5. The method of claim 1, wherein the first sequence of bits and the second sequence of bits each comprise 32 bits.
6. The method of claim 1, wherein the first audio signal has a frequency between approximately 18,000 and 19,000 Hz.

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7. The method of claim 1, wherein the first device and the second device comprise a microphone and/or a speaker for transmitting and receiving audio signals.

8. The method of claim 1,

wherein the first device transmits the first audio signal in response to receiving, at the first device, an indication of an intent of a user of the first device to communicate with a user of the second device; and

wherein the second device transmits the second audio signal in response to receiving, at the second device, an indication of an intent of the user of the second device to communicate with the user of the first device.

9. A system, comprising:

a first device configured to periodically transmit a first audio signal, at a first frequency outside a range that a human ear can readily detect, and that encodes a first code comprising a first sequence of bits over an audio channel that is shared between the first device and a second device;

the second device configured to periodically transmit a second audio signal, at a second frequency outside the range that a human ear can readily detect, and that encodes a second code comprising a second sequence of bits over the audio channel;

wherein the first device is further configured to:

receive the second audio signal over the audio channel, and

extract the second code from the second audio signal;

wherein the second device is further configured to:

receive the first audio signal over the audio channel,

extract the first code from the first audio signal; and

transmit a third audio signal, at a third frequency outside the range that a human ear can readily detect, and that encodes the first code;

wherein, responsive to receiving the third audio signal over the audio channel, the first device is further configured to:

extract the first code from the third audio signal; and

determine the distance between the first device and the second device based on the third audio signal;

wherein the first device is further configured to send the second code to a server;

wherein the second device is further configured to send the first code to the server; and

the server configured to determine that the first device is in proximity to the second device upon receiving the first code from the second device and the second code from the first device.

10. The system of claim 9, wherein the first and third audio signals include timestamps, and wherein the first device is configured to determine the distance based on the timestamps.

11. The method of claim 9, wherein the first and third audio signals include timestamps and chirps, and wherein the first device is configured to determine the distance based on the timestamps and chirps.

12. The system of claim 9, wherein the first device is further configured to determine a relative velocity between the first and second devices based on the second audio signal.

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